

IN THE CLAIMS:

Please amend claims 1 and 15 as set forth below. A complete listing of the claims and their current status follows.

Claim 1 (currently amended). A network switch comprising:

a first media access controller (MAC) coupled to a plurality of ports:

a transmitter coupled to the first MAC; and

packet queuing control (PQC) coupled to a receiver, wherein the PQC includes:

a main queue for storing information corresponding to one or more data packets to be transmitted from the network switch as unicast transmissions; and

a broadcast queue for storing information corresponding to one or more data packets to be transmitted from the network switch as broadcast transmissions, said information including at least one pointer to a next location in the main queue corresponding to a memory location from which data is to be transmitted.

Claim 2 (original). The network switch of claim 1 wherein the broadcast queue comprises a plurality of port queues, wherein each of the plurality of port queues corresponds to one of the plurality of ports.

Claim 3 (original). The network switch of claim 2 wherein the plurality of port queues comprise:

a first port queue for storing information corresponding to one or more data packets to be transmitted from a first of the plurality of ports; and

a second port queue for storing information corresponding to one or more data packets to be transmitted from a second of the plurality of ports.

Claim 4 (original). The network switch of claim 2 wherein the information stored in the main queue and the broadcast queue includes a port number from which a data packet stored in a corresponding memory location is to be transmitted.

Claim 5 (original). The network switch of claim 4 wherein the information stored in the main queue and the broadcast queue further includes a pointer to the next queue location from which a data packet stored in a corresponding memory location is to be transmitted.

Claim 6 (original). The network switch of claim 5 wherein pointers to a next queue are stored in the main queue for unicast transactions and stored in the plurality of broadcast port queues for broadcast transactions.

Claim 7 (previously amended). The network switch of claim 1 further comprising:

- address resolution logic (ARL) coupled to the PQC and the receiver; and
- and a second MAC coupled to the receiver.

Claim 8 (previously amended). A packet queuing control (PQC) comprising:
a main queue for storing information corresponding to one or more data packets to be transmitted from a network switch as unicast transactions and information corresponding to one or more data packets to be transmitted from the network switch as broadcast transactions; and

- a broadcast queue for storing information corresponding to one or more data packets to be transmitted from a network switch as broadcast transactions.

Claim 9 (previously amended). The PQC of claim 8 wherein the broadcast queue comprises a plurality of port queues, wherein each of the plurality of port queues corresponds to one of the plurality of ports.

Claim 10 (previously amended). The PQC of claim 9 wherein the plurality of port queues comprise:

- a first port queue for storing information corresponding to one or more data packets to be transmitted from a first of the plurality of ports; and
- a second port queue for storing information corresponding to one or more data packets to be transmitted from a second of the plurality of ports.

Claim 11 (previously amended). The PQC of claim 9 wherein the information stored in the main queue and the broadcast queue includes a port number from which a data packet stored in a corresponding memory location is to be transmitted.

Claim 12 (previously amended). The PQC of claim 11 wherein the information stored in the main queue and the broadcast queue further includes a pointer to the next queue location from which a data packet stored in a corresponding memory location is to be transmitted.

Claim 13 (previously amended). The PQC of claim 12 wherein pointers to a next queue are stored in the main queue for unicast transactions and stored in the plurality of broadcast port queues for broadcast transactions.

Claim 14 (previously amended). A method comprising:

- receiving a first data packet at a first input port coupled to a network switch; determining whether the first data packet is to be transmitted from the network switch as a unicast transaction; and
- if so, storing a pointer in a main queue corresponding to the next location in the main queue corresponding to a memory location from which data is to be transmitted from the network switch;
- otherwise, storing a plurality of pointers in a broadcast queue corresponding to one or more next locations in the main queue corresponding to a memory location from which data is to be transmitted from the network switch.

Claim 15 (currently amended). The method of claim 14 wherein the process of storing a plurality of ~~transaction pointers corresponding to the first memory location in a broadcast queue~~ comprises:

storing the pointer in a first port queue in the broadcast queue, wherein the first port queue corresponds to a first output port coupled to the network switch; and

storing the pointer in a second port queue in the broadcast queue, wherein the second port queue corresponds to a second output queue coupled to the network switch.

Claim 16 (original). The method of claim 15 further comprising:
transmitting the first data packet from the network switch via the first output port;
and transmitting the first data packet from the network switch via the second output port.